



PTO/SB/08A&amp;B (08-03)

<b>Substitute for form 1449A&amp;B/PTO</b>  <b>INFORMATION DISCLOSURE STATEMENT BY APPLICANT</b>  (use as many sheets as necessary)				<b>Complete if Known</b>	
				Application Number	09/750,100
				Filing Date	December 29, 2000
				First Named Inventor	Baraff, David E.
				Art Unit	2123
				Examiner Name	THOMAS H. STEVENS
Sheet	1	of	3	Attorney Docket Number	021751-002400US

U.S. PATENT DOCUMENTS+					
Examiner Initials*	Cite No. <sup>1</sup>	Document Number	Publication Date MM-DD-YYYY	Name of Patentee or Applicant of Cited Document	Pages, Columns, Lines, Where Relevant Passages or Relevant Figures Appear
		Number Kind Code <sup>2</sup> (if known)			
THS	AA	US-5,912,675 345/473	06-15-1999	Laperriere	
	AB	US-6,326,963 345/419	12-04-2001	Meehan	
	AC	US-6,559,849 345/474	05-08-2003	Anderson et al.	
	AD	US-6,909,431 345/423	06-21-2005	Anderson et al.	

FOREIGN PATENT DOCUMENTS								
Examiner Initials*	Cite No. <sup>1</sup>	Foreign Patent Document			Publication Date MM-DD-YYYY	Name of Patentee or Applicant of Cited Document	Pages, Columns, Lines, Where Relevant Passages or Relevant Figures Appear	T <sup>2</sup>
		Country Code <sup>3</sup>	Number <sup>4</sup>	Kind Code <sup>5</sup> (if known)				
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NON PATENT LITERATURE DOCUMENTS			
Examiner Initials *	Cite No. <sup>1</sup>	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc.), date, page(s), volume-issue number(s), publisher, city and/or country where published.	T <sup>2</sup>
THS	AE	ASCHER, U., AND BOXERMAN, E. 2002. On the modied conjugate gradient method in cloth simulation. (submitted to) The Visual Computer 19:526-531.	
THS	AF	BARAFF, D., AND WITKIN, A. 1998. Large steps in cloth simulation. Computer Graphics (Proc. SIGGRAPH), 1-12.	
THS	AG	BERNEY, J., AND REDD, J. 2000. Stuart Little. SIGGRAPH Course Notes, ACM SIGGRAPH, ch. Costumes. pg. 1	
THS	AH	BREEN, D., HOUSE, D., AND WOZNY, M. 1994. Predicting the drape of woven cloth using interacting particles. Computer Graphics (Proc. SIGGRAPH), 365-372.	
THS	AI	BRIDSON, R., FEDKIW, R., AND ANDERSON, J. 2002. Robust treatment of collisions, contact, and friction for cloth animation. Computer Graphics (Proc. SIGGRAPH), 594-603.	

Examiner Signature		Date Considered	10/5/05
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\* EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

<sup>1</sup> Applicant's unique citation designation number (optional). <sup>2</sup> Applicant is to place a check mark here if English language Translation is attached.



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THS	AJ	CARIGNAN, M., YANG, Y., MAGENENAT-THALMANN, N., AND THALMANN, D. 1992. Dressing animated synthetic actors with complex deformable clothes. Computer Graphics (Proc. SIGGRAPH), 99-104.	
	AK	CHOI, K., AND KO, H. 2002. Stable but responsive cloth. Computer Graphics (Proc. SIGGRAPH), 604-611.	
	AL	CORDIER, F., VOLINO, P., AND THALMANN, N. 2002. Integrating deformations between bodies and clothes. The Journal of Visualization and Computer Animation 12:45-53.	
	AM	DEROSE, T., KASS, M., AND TRUON, T. 1998. Subdivision surfaces in computer animation. Computer Graphics (Proc. SIGGRAPH), 85-94.	
	AN	EBERHARDT, B., WEBER, A., AND STRASSER, W. 1996. A fast, flexible, particlesystem model for cloth draping. IEEE Computer Graphics and Applications 16:52-59.	
	AO	GOTTSCHALK, S., LIN, M., AND MANOCHA, D. 1996. OBBTree: A hierarchical structure for rapid interference detection. Computer Graphics (Proc. SIGGRAPH), 171-180.	
	AP	KRISHNAN, S., AND MANOCHA, D. 1997. An efficient surface intersection algorithm based on lowerDimensional formulation. ACM Transactions on Graphics 16, 1 (Jan.), 76-106. ISSN 0730-0301.	
	AQ	LANDER, Skin Them Bones: Game Programming for the Web Generation, May 1998, Game Developer (www.gdmag.com), pages 11-16	
	AR	LANDER, Slashing through Real-Time Character Animation, April 1998, Game Developer (www.gdmag.com), pages 13-16.	
	AS	MEYER, M., DEBUNNE, G., DESBRUN, M., AND BARR, A. 2001. Interactive animation of clothlike objects in virtual reality. The Journal of Visualization and Computer Animation 12:1-12.	
	AT	PATRIKALAKIS, N. 1993. Surface-to-surface intersections. IEEE Computer Graphics and Applications 13, 1, 89-95.	
	AU	PROVOT, X. 1995. Deformation constraints in a massspring model to describe rigid cloth behavior. In Graphics Interface, Graphics Interface, 147-155.	
	AV	STOEGER et al., How to Create Long Hair with Maya Paint Effects and Maya Cloth, Alias/Wavefront, Corporate Overview, 4 pages.	
	AW	TERZOPOULOS, D., AND FLEISCHER, K. 1988. Deformable models. Visual Computer 4, 306-331.	

Examiner Signature	<i>Tom Stevens</i>	Date Considered	10/5/05
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THS	AX	TERZOPOULOS, D., PLATT, J., BARR, A., AND FLEISCHER, K. 1987. Elastically deformable models. Computer Graphics (Proc. SIGGRAPH) 11:205-214.	
	AY	VOLINO, P., COURCHESNE, M., AND MAGNENAT THALMANN, N. 1995. Versatile and efficient techniques for simulating cloth and other deformable objects. Computer Graphics (Proc. SIGGRAPH), 137-144.	
	AZ	WATT et al., "Advanced Animation and Rendering Techniques" ACM Press, 1992, pages 418-420	

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